

Alec Kriik (Troll)		Movement: 22/52, Swim: 7													
B	A	R	S	C	I	L	W	E	MAG	ESS	INIT	IP	A INITM INIT	A IPM IP	CM
5	1	2 (5)	11	2	4	1	3	2	6	6	6 (9)	1 (4)	85	31	11/10
Qualities: Adept, Astral Beacon, Bone Spikes, Celerity, Cyclopean Eye, Distinctive Style, Illiterate, Metagenetic Improvement (STR), Poor Self Control (Combat Monster), SINner (Criminal) (Mugger), The Warrior's Way															
Active Skills: Animal Handling 3, Animal Training 3, Artisan 3, Climbing 12, Con 1, Disguise 5, Diving 4, Dodge 4, Etiquette 1, Flight 12, Gymnastics 2, Infiltration 2, Instruction 1, Intimidation 3, Leadership 1, Navigation 5, Negotiation 1, Palming 2, Parachuting 4, Perception (Visual) 5 (7), Pilot Ground Craft 4, Pilot Watercraft 4, Riding 4, Running 12, Shadowing 5, Survival 4, Swimming 12, Tracking 5, Unarmed Combat (Martial Arts) 7 (9)															
Knowledge Skills: English N, Gangs (Seattle) 10 (12), Syndicates (Seattle) 6 (8), Underworld (Fencing) 8 (10)															
Weapon		DMG	AP	Mode	RC	Combat Skill		Rtg	Armor (17/15)		B I				
Unarmed Attack		16P	-	0	0	Archery		0	Armor Jacket		8 6				
						Automatics		0	Form-Fitting Full-Body Suit		6 2				
						Blades		0	SecureTech PPP Armor		2 6				
						Clubs		0	(Ensemble)						
						Dodge		4							
						Heavy Weapons		0							
						Longarms		0							
						Pistols		0							
						Throwing Weapons		0							
						Unarmed Combat (Martial Arts)		7							
Powers: Critical Strike 6, Improved Reflexes 3, Killing Hands, Mystic Armor 1, Smashing Blow															
Gear: Backpack, CMT Clip [Vector Xim] , Fake SIN [Fake License 4 (Ram Plate); Fake License 4 (Ram Plate)] , Gecko Tape Gloves, Grapple Gun, Microwire (100 m), Rappelling Gloves, Sleeping Bag, Survival Kit, Tent															
Nuyen: 2260															